



City of Tempe Adult Sports

# **Adult Softball League Rules and Regulations**

**Last Updated 12/22/2021**

City of Tempe Adult Sports - Recreation Services Division  
3500 S Rural Road, Tempe, AZ 85282  
[www.tempe.gov/adultsports](http://www.tempe.gov/adultsports)  
480.350.5249 • 480.350.5238

## Important Highlights

**Some of the Important Rules and Noted Changes from the Previous Version:** Please note that changes made to the current version of our softball league rules and regulations are highlighted in red. Please review the rules thoroughly and note the changes, including (see specific rules for more information):

- **Alcohol/Drugs:** The possession and/or consumption of alcoholic beverages or drugs is prohibited during a City of Tempe Adult Sports-run activity or league. This applies to individuals actively participating or observing in a spectator capacity. The physical areas include the playing fields, dugouts and common areas within the facility, such as the concourse, spectator viewing areas and walkways.
  - Players or teams found to be in violation will be ejected from play and will be required to dispose of the alcohol/drugs immediately. If the team is ejected or the number of players ejected results in the team not having the required minimum number of players to play the team will forfeit any remaining games for that date of play. Spectators will be issued a warning and must dispose of the alcohol/drugs.
  - City of Tempe Adult Sports reserves the right to contact security/police, if needed, as well as assess additional suspensions, forfeitures or removal from the league after further review.
- **Softball Specs:** 12 inch, 52-300 softballs will be used for both men and women
- **COVID-19 Waiver:** All participants must sign the roster acknowledging the COVID-19 Waiver of Liability. Waiver can also be found on the Adult Sports website at [www.tempe.gov/adultsports](http://www.tempe.gov/adultsports)

***Any issues, errors or topics in need of clarification? Don't hesitate to contact Adult Sports!***

## City of Tempe Adult Sports Softball Overview

City of Tempe Recreation and Adult Sports reserves the right to change any rules or regulations whenever due cause warrants a change. If a change is made, all team managers will be notified. In addition, City of Tempe Adult Sports reserves the right to add additional rules and regulations when they will benefit the program. ASA/USA Softball rules on slow-pitch softball (without stealing) will apply to all league and tournament situations not covered in the City of Tempe Adult Softball League Rules and Regulations packet. City of Tempe Adult Sports reserves the right to modify any rules or procedures when determined necessary and to implement additional rules and procedures when it is determined to be for the benefit of the program/league. If a modification is made all team managers will be notified in a timely manner.

	<b>Men's Doubleheaders</b>	<b>Co-Rec Doubleheaders</b>	<b>Co-Rec Lite Doubleheaders</b>	<b>Co-Rec Singleheaders</b>
<b>Days Offered:</b>	Tue, Wed, Thu	Fri, Sun	Tue	Fri, Sun
<b>Regular Season Format:</b>	12 games (2/night) 6 weeks total 55 minutes/7 Innings	12 games (2/night) 6 weeks total 55 minutes/7 Innings	12 games (2/night) 6 weeks total 55 minutes/7 Innings	7 games (1/night) 7 weeks total 55 minutes/7 Innings
<b>Tournament Format:</b>	Modified Double Elimination (2 weeks total)	Modified Double Elimination (2 weeks total)	Modified Double Elimination (2 weeks total)	Single Elimination (2 weeks total)

<b>Total Games:</b>	14+ total games*	14+ total games*	14+ total games*	7+ total games*
<b>Competitive Divisions Offered:</b>	Gold (High Competitive) Silver (Intermediate) Bronze (Recreational)	Gold (High Competitive) Silver (Intermediate) Bronze (Recreational)	Gold (High Competitive) Silver (Intermediate) Bronze (Recreational)	Gold (High Competitive) Silver (Intermediate) Bronze (Recreational)
<b>Softball Specs:</b>	12" 52-300 softballs	12" 52-300 softballs	12" 52-300 softballs	12" 52-300 softballs
<b>Base Distance:</b>	70 feet	70 feet	70 feet	70 feet
<b>Pitching Distance:</b>	50' – 56' (floating)	50' – 56' (floating)	50' – 56' (floating)	50' – 56' (floating)

*\*City of Tempe Adult Sports builds in extra time into its league schedules to accommodate for cancelled games due to weather/poor field conditions. Every attempt will be made to make up scheduled games. In the event any scheduled game(s) cannot be made up a pro-rated credit will be provided to the account of the team manager who registered the team.*

## Ballfield Locations

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### Primary Site: Kiwanis Park Ballfields (four total fields)

6005 S. All-America Way, Tempe

Men's: NE and SE fields

Co-Rec: NE, SE, NW and SW fields

### Primary Site: Tempe Sports Complex – Dawson Ballfields (four total fields)

8401 S. Hardy Drive, Tempe

Men's: NE, SE, NW and SW fields

Co-Rec: NE, SE, NW and SW fields

## Important Contact Information

City of Tempe Adult Sports - Recreation Services Division

3500 S Rural Road, Tempe, AZ 85282

[www.tempe.gov/adultsports](http://www.tempe.gov/adultsports)

Adult Sports Recreation Coordinator and Staff

480.350.5249 • 480.350.5238 • [adultsports@tempe.gov](mailto:adultsports@tempe.gov)

Sports Weather Hotline – Call after 3:00pm on days of inclement weather

480.350.5293

## Co-Rec and Co-Rec Lite Specific Rules and Regulations

(Rules not specific to Co-Rec and Co-Rec Lite are in the sections after)

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<p><b>Co-Rec</b></p> <ol style="list-style-type: none"> <li>1. A minimum of eight (8) players are needed to start a game.</li> <li>2. Minimum number of women on offense and defense: <ol style="list-style-type: none"> <li>a. Five (5) when playing ten (10) players.</li> <li>b. Four (4) when playing nine (9) players.</li> <li>c. Three (3) when playing eight (8) players.</li> </ol> </li> <li>3. Up to 10 players on defense. Accepted ratios: <ol style="list-style-type: none"> <li>a. 10 players: 5M/5F, 4M/6F, 3M/7F.</li> <li>b. 9 players: 5M/4F, 4M/5F, 3M/6F.</li> <li>c. 8 players: 4M/4F, 3M/5F, 5M/3F.</li> </ol> </li> <li>4. All may bat.</li> </ol>	<p><b>Co-Rec Lite</b></p> <ol style="list-style-type: none"> <li>1. A minimum of eight (8) players are needed to start a game.</li> <li>2. Must have a minimum of three (3) women on offense and defense <b>and five (5) men.</b></li> <li>3. Up to 10 players on defense. Must always have minimum of three (3) women on defense.</li> <li>4. All may bat.</li> </ol>
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**Batting:** All players may bat. If a player is playing defense, they must bat. If a player is just batting, they do not need to play defense. If a player arrives late they may be added to the bottom of the lineup. Unlimited number of players may bat. For example, you are limited to up to 10 players on defense, but you may have 13 players batting.

- Accepted Batting Line-up Formats:
  - **Co-Rec Alternating Order 1-A-2-B...:**
    - Must alternate one (1) male and one (1) female at all times.
      - Option A: male/female throughout the game. **-OR-**
      - Option B: female/male throughout the entire game.
    - On the scoresheet, assign all males to number or letters, then females to the opposite using the small boxes in the upper left corner. See below for an example of a filled-out Co-Rec scoresheet using the 1-A-2-B line-up format.
    - We strongly recommend teams use this batting line-up format to evenly distribute at-bats for all players. For example, a team that may have more males than females and uses this format will mean that the extra males will not need to share the same spot in the line-up.
  - **Accepted Exceptions:**
    - A team with extra females may bat females back-to-back.
    - A team not wanting to use the 1-A-2-B line-up format may use a more “traditional” format batting 1, 2, 3 through X. However, in a situation where there are more males than females then the extra males must share the same spot in the line-up, alternating each time the position comes up to bat. Males may not bat back-to-back.
  - **Co-Rec Lite Alternating Order 1-2-A...:**
    - Must alternate two (2) males and one (1) female at all times.
      - Option A: male/male/female throughout the entire game. **-OR-**
      - Option B: female/male/male throughout the entire game.
    - On the scoresheet, assign all males to number or letters, then females to the opposite. See below for an example of a filled-out Co-Rec Lite scoresheet using the 1-2-A line-up format.

***Most of you know how to fill out a scoresheet with a “traditional” batting order so we will not include examples here. See the next two pages for examples of filled-out Co-Rec and Co-Rec Lite scoresheets using the 1-A-2-B and 1-2-A batting line-up formats:***

# City of Tempe Adult Softball Co-Rec Scoresheet

Visitor Team: ALL STARS

Date: 2/24/19

Time: 6:00 PM

Field/Site: KIWANIS NE

Final Score: \_\_\_\_\_

No males or females should bat back-to-back. Assign all males to numbers or letters, then females to the opposite. Batting order should alternate between numbers & letters. When all "number batters" have batted the numbers start over, regardless of where the "letter batters" are. This system ensures no batters have to share a batting spot, whether there are extra males or extra females. Example of batting order w/ 6 males & 5 females: 1-A-2-B-3-C-4-D-5-E-6-A-1-B-2-C-3-D.

Player Name	1	2	3	4	5	6	7	Extra
1 John	1	5	1	B				
Sub								
2 Bob	A	E	2					
Sub								
3 James	2	6	2	C				
Sub								
4 Tyler	B	A	3					
Sub								
5 Mike	3	1	3	D				
Sub								
6 Carl	C		4					
Sub								
7	4		E					
Sub								
8	D		5					
Sub								
9			A					
Sub								
10			6					
Sub								
A Jenny								
Sub								
B Becky								
Sub								
C Erin								
Sub								
D Cindy								
Sub								
E Melissa								
Sub								
F								
Sub								
G								
Sub								
H								
Sub								
I								
Sub								
J								
Sub								
Runs Scored In Inning	3	0	6					
Total Runs Scored	3	3	9					

EXAMPLE  
CO-REC



# City of Tempe Adult Softball Co-Rec Lite Scoresheet

Visitor Team: HR Bombers

Date: 2/19/19

Time: 6:30 PM

Field/Site: DAWSON SE

Final Score: \_\_\_\_\_

Assign all males to numbers or letters, then females to the opposite. Batting order should alternate M/M/F or F/M/M. When all "number batters" have batted the numbers start over, regardless of where the "letter batters" are. This ensures no batters have to share a batting spot, whether there are extra males or extra females. Example of batting order w/ 7 males & 3 females: 1-2-A-3-4-B-5-6-C-7-1-A-2-3-B-4-5-C

Player Name	1	2	3	4	5	6	7	Extra
1 MARK	1 ①	5	3					
Sub								
2 BOB	2	6	B					
Sub								
3 JAMES	A	C	④	①				
Sub								
4 STEVE	3	7	5					
Sub								
5 TYLER	4	②	②	C				
Sub								
6 JAKE	B	③	A	6				
Sub								
7 AL		2	③	7	②			
Sub								
8			A	/				
Sub								
9			1	③				
Sub								
10								
Sub								
A MARY								
Sub								
B JESSICA								
Sub								
C RACHEL								
Sub								
D								
Sub								
E								
Sub								
F								
Sub								
G								
Sub								
H								
Sub								
I								
Sub								
J								
Sub								
Runs Scored In Inning	1	3	5					
Total Runs Scored	1	4	9					

CO-REC LITE  
EXAMPLE

**Commit Line:** A line shall be drawn 20 feet up the 3rd base line (from home plate) and perpendicular to the 3rd base line. This line shall be the runner's "Commit Line." Once a runner has touched the commit line or the ground beyond the "Commit Line," the runner must continue on (*he/she may NOT make any moves back towards 3rd base*) to the "Safety Home Plate". There are to be no run downs between the commit line and home plate. If the runner has crossed/touched the commit line and returns towards (crossing back over/retouching the commit line) third base, the runner shall be declared out immediately (not an appeal play) and the ball remains **in play/live**.

**Defensive Positioning/Substitutions:** Players may play any defensive position (**see bullet point below for additional info**). Defensive players may **shift** positions just not **switch** positions. There is **no** line up the middle (home plate through second base) dividing the field in half. For example: shortstop may play on the right side of second base just not switch with the second baseman. Same holds true for the outfield.

- Once your defense is set after the first pitch is thrown to start an inning, you may not switch positions (**not the same as shifting**) except under the following circumstances with a maximum of a three (3) position change limit:
  - a) pitcher switch (pitcher and **2** defensive positions)
  - b) injury (injured player and **2** defensive positions)
  - c) substitution (substituted position and **2** defensive positions)

Anything not covered under the "Co-Rec and Co-Rec Lite Specific Rules and Regulations" listed above are covered by either ASA/USA Softball rules or the rules below.

**Home Plate/Safety Home Plate:** There is an additional home plate for all co-rec leagues located in foul territory (third base side) and perpendicular to the actual home plate.

- All plays at home are timing plays (force outs) with the defensive player touching "home plate" and the runner touching the "safety home plate." There are no tag plays once the runner has crossed the commit line. The runner will be called safe if tagged after crossing the commit line. Any runner touching "home plate" (not including the strike mat) will be declared out immediately (not an appeal play) and the ball remains **in play/live**. If a runner touches the "strike mat" they may return to touch the "safety home plate" before a play is made on them at "home plate."

**Outfield Restraint Line:** When a female is batting, outfielders must be positioned behind the outfield restraint line until the ball is hit, and infielders must be positioned on the dirt infield (may not play on the grass) until the ball is hit. Batter/runner will be adjudged safe if either of the above are violated and awarded 1<sup>st</sup> base **OR** the batter may bat again assuming the ball and strike count when the violation happened. All other runners will move up one base if forced.

**Walk:** When a male batter receives a base on balls or intentional walk, he will automatically be awarded second base. With two (2) outs, after a male batter walks, the next female batter has the option to walk or bat. With less than two (2) outs, the female batter must take her turn at bat.

## Batting-Related Rules and Regulations

### (Men's, Co-Rec, Co-Rec Lite)

**Bat Carrying:** Batter/Runner must drop his/her bat prior to touching 1<sup>st</sup> base. If batter/runner touches 1<sup>st</sup> base and beyond while holding his/her bat they will be called out immediately. **Dead ball.**

**Bat Stickers and Bat Compression Testing:** Bats eligible to be used in City of Tempe Adult Sports Men's and Co-Rec softball leagues must meet the following requirements:

- Bat must have an ASA/USA Softball stamp imprinted on the bat by the bat manufacturer. Make sure the bat is not a USSSA-only bat!
- Bat must be included on the certified ASA/USA Softball bat list (and/or not listed on the non-approved bat list). If you need help locating this information, please contact City of Tempe Adult Sports.
- Pass a barrel compression test that is administered by City of Tempe Adult Sports.
- All bats that pass a City of Tempe bat compression test will have a City of Tempe sticker placed on the bat approving the bat for use in the respective league season(s) identified on the sticker.

Men's and Co-Rec leagues may use all bats that meet ASA/USA Softball bat performance standards. Teams cannot use bats listed on the ASA/USA Softball Non-Approved Bat List. Information on certified and non-approved ASA/USA Softball bats can be found at <https://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment>. If you need help locating this information, please contact City of Tempe Adult Sports.

Bat testing should be done prior to the start of the softball season. Please refer to the City of Tempe Adult Sports website at [www.tempe.gov/adultsports](http://www.tempe.gov/adultsports) or contact Adult Sports directly by phone or e-mail for specific hours and availability to conduct bat testing. Due to the large volume of players and bats on-site bat compression testing will not be provided on site during game nights on a regular basis.

- **Bats with the red City of Tempe sticker that says approved through 2022 will be approved for use during all 2022 season.**
- Bats to be used during a game should be lined up near the dugout entrance so umpires can inspect that the bats are approved for league use.
- Team managers and players are responsible for ensuring bats used by their teams have been properly tested and approved by City of Tempe Adult Sports for the current season.
- Players and umpires may challenge the legality of a bat. Any player who enters the batter's box with a bat not exhibiting the City of Tempe sticker will be directed to use a different bat that has the approved City of Tempe sticker. The illegal bat is simply removed from the game. If a bat is deemed illegal after an at bat, the player will be called out and all runners will return to the base prior to the at bat if the appeal is made prior to the first pitch to the next batter. If the appeal is not made prior to the first pitch to the next batter the bat will be removed from the game and the previous at bat will stand.
- Any bat initially passing the compression test and then found to be altered, whether it is the City of Tempe sticker or the bat itself, will result in both the user and the owner of bat being immediately ejected and suspended indefinitely. Length of suspension will ultimately be determined after review by Recreation Coordinator.
- If the legality of a bat is debated, the bat will be compared to the colored rendition of non-approved bats held by the site supervisor.

**Bat Throwing:** Any player that deliberately throws a bat will be ejected from the game. In the case of an accidental bat throwing the umpire will issue a warning.



**Batter's Box:** There is always a batter's box whether or not the painted/chalked lines are visible. Being called "out" for stepping out of the batter's box on a legally batted ball (fair or foul) is not negated because the lines are not visible.

**Batting Order Options (Men's):**

- A) Team batting order will include all roster players that show up for the game. Players cannot share a spot in the batting order. There will be unlimited substitution at all fielding positions. If a player(s) show up after his/her team has gone through its batting order, that player may be added to the bottom of the order.
- B) Team will use baseball rules. The batting order will be a maximum of ten spots with no players sharing a spot in the order. Once a player is removed from the game they may not reenter as a fielder or batter. There will be no unlimited substitution.

**Batting Order Vacated:** In all leagues, if a player leaves the game due to injury or simply leaves and does not return and a substitute is not available, that position in the line-up is an automatic out for the player's next scheduled at bat. After the one turn at bat, the position will be passed over with all players moving up in the batting order. If the team now drops below the MINIMUM of 8 required to start a game, the game WILL continue. If this happens during the first game in a DH league, the second game may be played with less than the required minimum of eight (8) to start a game.

- If a player is **ejected** from the game, his/her position in the batting order will be an out each time his/her position in the batter order is due up at bat. **No substitutions allowed for an ejected player.** If the team now drops below the minimum of eight (8) players required to start a game, the game **will** continue. If this happens during the first game in a DH league, the second game **will not** be played unless the required minimum of eight (8) players to start a game is attained. **See: "Borrowed Players"**

**Foul Tips:**

- 1. A caught foul tip not over the batter's head on "strike 2" is **not** an out.
- 2. A caught foul tip **over** the batter's head, that is caught cleanly, is **an out no matter the count.**
- 3. A caught foul tip on "strike 3" (no need to be over the batter's head); the batter is out!
- 4. Ball must be caught cleanly/controlled with the glove/mitt or hand, **not** trapped against body in all scenarios above.

**Home Run Rule:**

- **Co-Rec and Co-Rec Lite DH (Doubleheaders):** two home runs per gender per inning (two males and two females can hit home runs per inning) is allowed.
- **Men's DH (Doubleheaders):** two home runs per inning.
- **Co-Rec SH (Singleheaders):** one home run per gender per inning limit (one male and one female can hit home runs per inning).
- All home runs after the per inning limit will be recorded as outs.
- **Home run or not?**
  - Fly ball tipped over the fence: If the ball would have traveled over the fence on its own (judgement call by the umpire), then award a home run and count it against the team's allotment. If the ball would have stayed in the field of play without the touch (judgement call by the umpire), then award a four base error and do not count the home run against the team's allotment. **SEE "You Hit It You Get It" and "Three (3) Balls Per Game" rule.**

**One and One Count:** All batters will begin their turn at bat with one ball and one strike. Once the batter has three (3) strikes they are out. Batter is allowed one (1) foul ball (waste) after “strike two.”

**Pitcher’s Alley:** “Pitcher’s Alley” (up the middle) is **open**.

- If an umpire hears **any** player threaten to go up the middle (“Go up the middle”, “I’m coming at you pitcher”, etc.) **that player will be ejected immediately.**

**Pitching Mound (Floating Pitching Mound):** All teams will have the option of using what is referred to as a **Floating Pitching Mound**, meaning the pitcher may be six (6) feet behind the pitching rubber. The pitcher has the option to pitch the ball within this six-foot area. The pitcher must be directly behind the pitching rubber and in line with its edges. The pitcher must follow regular pitching rules.

**Run Rule:** Any team ahead by **twenty-five (25) runs at any point** automatically wins. A team ahead by **twenty (20) runs after three** complete innings automatically wins. A team ahead by **twelve (12) runs after five** complete innings automatically wins. When the visiting team reaches the run rule in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning. When the home team reaches the run rule in the bottom of the inning, game is over.

**Score Keeping:** The batting team will keep track of their own score on the score sheets provided by the City of Tempe. At the end of each half inning, the umpire(s) will verify the runs scored with the person keeping score. Any discrepancies need to be corrected **before** the next pitch is thrown.

**Safety First Base (Orange Base):** The safety orange first base exists for the batter-runner to safely step on while running down the line and the white first base for the defensive player to step on and therefore avoid a potential collision. However, the first touch by the runner may be to either base. The fielder may also use either base. After the initial touching, all plays are made with the white base.

**Strike Zone:** A mat will be used during all softball play. If the ball touches any part of the mat or home plate the pitch will be considered a strike. The ball must be delivered with a perceptible arc and reach a height of at least six (6) feet from the ground while not exceeding a maximum height of twelve (12) feet from the ground

**Three (3) Balls Per Game:** There will only be three (3) balls used per game. Once the third ball is out of play, play will stop (**clock continues to roll**) until the home plate umpire has a ball to continue play. An effort must be made to retrieve the ball. If the ball cannot be found during the retrieval process, this must be verbalized to the home plate umpire. At this point the home plate umpire will replace the non-retrievable ball with another. The returned ball must be the same ball described above. **SEE “You Hit It You Get It” rule.**

**You Hit It You Get It:** When a home run or foul ball is hit during a team’s at bat, that team is required to retrieve their home run or foul ball **before** the batter/runner who hit the ball comes up to bat again. If the ball is not returned prior to the batter’s next turn at bat the batter **will be an out**.

- An effort must be made to retrieve the ball. If the ball cannot be found during the retrieval process this must be verbalized to the home plate umpire. At this point the home plate umpire will replace the non-retrievable ball with another. The returned ball must be the same ball described above. **See “Three (3) Balls Per Game” rule.**

# Running and Fielding Rules and Regulations

## (Men's, Co-Rec, Co-Rec Lite)

**Blood Rule:** A participant or umpire who is bleeding or has blood on his/her clothing shall be prohibited from further participation in a game. Bleeding must be completely stopped before an individual can resume play. If a player's clothing is blood soaked it must be changed.

**Courtesy Runner:** Batter/Runner must touch 1<sup>st</sup> base. One courtesy runner is allowed per inning (one per gender in Co-Rec/Co-Rec Lite). Courtesy Runner must be of the same gender and must be any eligible player that may participate on offense or defense and is on the official line-up, including available substitutes. A Courtesy Runner may be used more than once per inning if it's the same player (batter).

- If the Courtesy Runner's spot comes up to bat in the batting order while still on base, that spot in the order will be recorded as an out.
- If the same batter comes up a second time in the same inning, the courtesy runner does **not** need to be the same courtesy runner as the first time. The batter is also **not** required to use a courtesy runner the second time around.

**Fielding:** Any defensive player who, in the opinion of the umpire, deliberately throws the ball at a base runner will be ejected, with the strong possibility of further penalties after the incident is reviewed. This type of play will not be tolerated.

**Home Run Base Running:** Batter/Runner does **not** need to touch 1<sup>st</sup> base after a home run/4 base award. All other runners may vacate their bases once the home run/4 base award is issued. **See "You Hit It You Get It" and "Three (3) Balls Per Game" rules under Batting-Related Rules and Regulations.**

**Interference:** It is the responsibility of the base runner to avoid contact with the ball and/or defensive player and not interfere in any way with the completion of the play. Contact is not always necessary – arm waving/yelling may be interference. Result: base runner will be called out.

- If you slide or run past the bag and contact the defensive player, the runner is considered out of control for the situation and in violation.
- If you are obviously going to be out (force play) or you prefer not to slide, give up the play and move out of the base path or the runner may be called for interference.
- The emphasis will continue to be the protection of the players.
- Out of position defensive players (playing in front of the bag) risk serious injury and will not be protected by the umpire unless the slide is deemed to be a roll block and / or take out slide which are illegal – see below.

**Pitcher Safety:** It is not required, but it is strongly recommended that pitchers wear protective gear while in the field pitching. Recommended equipment includes: face mask (such as catcher's mask), shin guards, knee guards, chest protection, etc. **See "Pitcher's Alley" and "Pitching Mound" rules for additional information.**

**Roll Block:** The roll block/take out slide is illegal. All base runners must slide directly to the base and/or attempt to avoid all contact with the defensive player. This type of play can be very dangerous and will not be tolerated in Tempe Parks and Recreation leagues. The penalty is ejection with the strong possibility of additional penalties after the incident has been reviewed.

**Runner in Safety Position:** Must be in line with 2nd base and not off to the side.

1. Runner must re-establish themselves by touching the appropriate base before moving on. If runner fails to re-establish/re-touch before moving on, this play falls under the appeal process if questioned (they are not an automatic out).
2. **If player is in a “safety position” and a “force or obligation” situation occurs while they are off the base, they are not required to “re-establish/re-touch” to be put in jeopardy.** They are considered on the base already. Play must continue as if the runner was on the base.
3. When there is **not** a “force or obligation” situation the player is considered on the base until the player makes a move to advance their position from the safety position towards the next base, they then may be eligible to be tagged OUT. Moving towards the next base does not mean simply going back to the bag. The player must make a move towards the next base. The move can be from the foul area.
4. Safety Position: includes the area directly off to the side of the base **and** the base.

**Slide or Get Out of the Way:** In a “routine double play” (if you are obviously going to be out [force play] or you prefer not to slide, give up the play and move out of the base path or the runner may be called for interference) situation at 2nd base, the runner advancing towards 2nd base **must slide or get out of the way** to keep from interfering with a throw to 1st base. Ball does not need to be thrown to first base to be adjudged interference. This particular play is a judgment call by the umpire designed to keep the players safe. The batter/runner going to first base will also be called out. If there is a proceeding runner on base, that runner will be called out and not the batter runner going to first.

- Ducking of the head/bending at the waist is not considered getting out of the way.

## **Roster Management and Player Eligibility (Men’s, Co-Rec, Co-Rec Lite)**

**Team Roster:** Rosters have a twenty (20) player limit. All players must be at least 18 years of age prior to participating. Completed and current roster (names, addresses and phone numbers) must be submitted at the time of registration. Players may be added to or deleted from the original roster through the **last week** of the regular season (no exceptions). Roster changes must be completed on the appropriate drop/add form before the player participates in a game. Roster drop/add must be done at the field. Each team will be asked to sign a “Roster Sign Off” sheet at their game(s) the last week of the regular season.

**Players may participate on only one (1) City of Tempe slow-pitch team per night.** Any player found on more than the legal number of teams will be considered ineligible. Team managers and field supervisors may challenge the eligibility of any player. Player eligibility challenges are considered protest situations; refer to league rules & regulations. If discovered during a game, the game will be a forfeit to the offending team. **See “Borrowed Players” rule for exception.**

**Tournament Roster Checks:** All teams that advance to the tournament at the end of the regular season will be required to participate in a roster check on both dates of the tournament. Players will be required to show a **picture ID** that matches the name on the roster. If they cannot provide identification or if they are not on the roster they will not be eligible to play. Please have all players arrive at least 15 minutes before game time to be properly checked in.

## **Before Game Rules and Regulations (Men’s, Co-Rec, Co-Rec Lite)**

**Batter’s Box:** There is to be no use of the batter’s box prior to the beginning of the first game each night.

**Borrowed Players (regular season ONLY. NOT allowed during tournament play):**

- In an effort to avoid a forfeit situation, borrowed players are allowed. However, the umpire and opposing team's manager must be notified **prior** to utilizing the borrowed player(s). All borrowed players must be approved by the opposing team manager.
- A maximum of 2 players may be borrowed to bring the line-up to a **maximum of eight (8)** players.
- The team not borrowing players will be awarded **two (2) runs per picked up player (four runs max)**.
- When the team's actual roster player(s) arrive, the team must immediately substitute the borrowed player(s) for the roster player(s).

**Dugouts:** Only players, coaches and site supervisors are allowed in the dugouts. The City of Tempe suggests that children be kept out of the dugout.

- Outside the dugout: the only people allowed outside the dugout while a team is on offense will be two base coaches, the current batter, and an on-deck batter. All others must be in the dugout. No one is allowed outside the dugout while playing defense. All equipment (bats, gloves, balls, etc.) must be kept inside the dugouts at all times.

**Falsifying a Roster:** If a team is playing with ineligible players or compromising the registration process it will be considered unsportsmanlike conduct and may result in **forfeiture** of games, loss of tournament participation and/or loss of softball program privileges. Team managers are responsible for roster authenticity. Work addresses are not acceptable.

**Forfeit:** A **ten-minute grace period** will be given to all game times. The ten (10) minutes will come off the 55-minute game time. **Teams that must use the grace period while waiting for an eighth player will be penalized two (2) runs.** If both teams use the grace period then no penalty runs will be awarded. The game will start when both teams have eight (8) players present. The term "present" means the player must be in the dugout for the visiting team or on the field for the home team at the 10-minute mark. The term does not mean player(s) are in the parking lot, walking from the parking lot or changing his/her shoes in the dugout. On a team's second night to forfeit games they may be dropped from the league and possibly from future seasons. Please see "Borrowed Players" rule above. If the team short players is borrowing players, the runs penalized will be two (2) per borrowed player only. The maximum run penalty overall is four runs, even if the team is late and is borrowing two players.

- ❖ **The non-forfeiting team can elect to refuse a forfeit and play an official game against a team with under the 8-person limit. This can not be cancelled after the game has started. This rule is for the 2022 season due to possible COVID-19 related shortages of players.**

**Game Time:** Each game is scheduled for a one-hour window, with **no new inning to start after 55 minutes.**

Tournament Championship games are allotted 70 minutes. Every evening there are four games played on each field. The objective is to keep the games moving so games three and four are as close to being on schedule as possible. The game clock will start after the umpires have communicated the following procedure:

- **The umpire will on two occasions**, from the field, ask the home team to "take the field." After this request the umpires will take the field and instruct both teams that the **clock will start**. It is the home team's responsibility to take the field in a timely manner and the visiting team's responsibility to step to the plate in a timely manner. At this juncture the time you waste is your game time.

- After the umpire announces the clock will start there shall be no additional warm up activity allowed except that the pitcher is allowed **three** warm up pitches. At this point the batter should be ready to step into the batter's box.
- Remember, the clock does not start with the first pitch, but when the umpires have communicated the above procedures. If the umpires do not communicate the above procedures, please call or email City of Tempe Adult Sports the following day.

**Home Team:** The second team on the schedule will be the home team. Higher seed will be home team for all tournament games, except for championship game. Home team for the championship game will be the team coming out of the winner's bracket.

**Infield Practice/Soft Toss:** There will be no infield practice allowed between games. Soft toss against fences is prohibited due to the extensive damage it causes.

**Manager Meeting:** A brief one-minute meeting will occur at the home plate area between umpires and managers prior to the start of the game. The purpose of the meeting is to establish point of communication during the game, clarify rules, establish any borrowed players, etc. Again, this meeting is meant to be brief and to occur before the game clock starts.

**Metal Cleats:** Metal cleats are not allowed.

**Restrictions (on Kiwanis and Dawson Ballfields):** Kiwanis and Dawson Ballfields use a synthetic "dustless" dirt. This provides players on the field with the benefit of reduced blowing dust on the field during windy conditions and removing the need for watering. However, **the use of (and/or spitting of) shelled seeds, chewing tobacco, gum and similar products is prohibited.** Due to the synthetic nature of the infield the product will not break down and mix in with the dirt like on a normal dirt field and will just collect leading to poor field conditions for all who use the fields.

**Tie Games:** If the game is tied at the end of the time limit the teams may play one additional inning. Each team will begin their half inning with a runner on second base and one out; that runner shall be the last batter from the previous at bat. If, after the extra inning, the game is still tied the game will enter the record book as a tied game.

**Tournaments:** Championship game will be 70 minutes.

**Uniforms:** It is recommended that all teams attempt to wear matching jerseys and / or full uniforms. This is not a requirement. A shirt must be worn at all times.

**Weather Conditions/Weather Hotline/Cancelled Games:** Decisions on rain-out games can usually be obtained after 3 p.m. by phoning the Sports Weather Hotline at 480-350-5293. It is the responsibility of the team managers (or players) to use this source and contact their team. If unplayable conditions are known earlier in the day the City of Tempe Adult Sports staff will make every effort to contact coaches by e-mail or phone. Cancelled games will be made up at the end of the regular season, when possible, and teams will automatically play the next week's games per the current schedule.

- City of Tempe Adult Sports reserves the right to adjust league or tournament schedules or formats due to inclement weather or poor field conditions.



## End of Season and Tournament Information

### (Men's, Co-Rec, Co-Rec Lite)

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**Awards:** League winners will receive a trophy or plaque.

**Evaluation of Teams:** The City of Tempe reserves the right to evaluate teams as we see fit, to make any adjustments necessary that will serve the best interests of the league. Our interest is to create an environment where competitive parity is paramount.

**Make-Up Games:** Make-up games will be played during the one or two-week period after the last scheduled league games occur. Refunds will not be issued if every attempt and opportunity has been addressed to play the scheduled number of games: 14 for Men's, 14 for Co-Rec and Co-Rec Lite DH and 8 for Co-Rec SH.

**Position Night:** Teams playing in a **6 TEAM** league will be seeded **after** the 5<sup>th</sup> week of play as follows: **1<sup>st</sup> v 2<sup>nd</sup> / 3<sup>rd</sup> v 4<sup>th</sup> / 5<sup>th</sup> v 6<sup>th</sup>**. This will be played the 6<sup>th</sup> week.

**Regular Season Division:** The season's record and the conclusion of the regular season will determine the seeding for tournament. All teams will be involved in the post season tournaments.

**Tiebreakers/Tournament Seeding:** Tournaments will be seeded after the final week of regular season play in all leagues. City of Tempe Adult Sports reserves the right to move teams to a higher division if it is deemed they have dominated their division, or to move teams down a division if it is deemed appropriate. This will also only apply when circumstances permit.

For teams tied for at season's end the following tie breakers will be used:

- Tie breaker 1: Records in head-to-head competition.
- Tie breaker 2: Runs allowed in head-to-head competition
- Tie breaker 3: Total runs allowed during the season.
- Tie breaker 4: Multiple teams tied, with uneven head-to-head play, will use tie breaker #2 based on common opponents faced.

## Alcohol/Drugs/Music/Smoking

### (Men's, Co-Rec, Co-Rec Lite)

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**Alcohol/Drugs:** The possession and/or consumption of alcoholic beverages or drugs is prohibited during a City of Tempe Adult Sports-run activity or league. This applies to individuals actively participating or observing in a spectator capacity. The physical areas include the playing fields, dugouts and common areas within the facility, such as the concourse, spectator viewing areas and walkways.

Players or teams found to be in violation will be ejected from play and will be required to dispose of the alcohol/drugs immediately. If the team is ejected or the number of players ejected results in the team not having the required minimum number of players to play the team will forfeit any remaining games for that date of play. Spectators will be issued a warning and must dispose of the alcohol/drugs.

City of Tempe Adult Sports reserves the right to contact security/police, if needed, as well as assess additional suspensions, forfeitures or removal from the league after further review.

**Music:** May be played in the team's dugout. Music must only be of a volume that can be heard in that team's dugout. No vulgar or offensive music. Umpires and Site Supervisors have the right to request a team to change music, turn volume down if too loud or to turn the music off completely.

**Smoking / Vaping:** Is not allowed in the dugouts or on the field of play.

## **Sportsmanship and Sports Code of Conduct (Men's, Co-Rec, Co-Rec Lite)**

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Athletic competition, at the community recreation level, can be a rewarding lifetime activity. The City of Tempe strives to provide a safe and enjoyable experience that is worthy of the time and money expended and an activity which can be enjoyed by an entire family. The product, or the quality of the experience, will rest with the attitude each participant brings to the contest. As a staff, we hope the individual competitors will rely on an old standard: sportsmanship. Compete hard and compete within the rules.

**Ejections:** Players ejected from a game must leave the site/facility area immediately. Any player ejected will face an automatic one game suspension. If a player is ejected during tournament play, he/she will be suspended for the remainder of the tournament. Depending on the incident and upon further review City of Tempe Adult Sports reserves the right to determine the length of the suspension. Each incident will be reviewed and the team manager will be informed of the decision within a reasonable length of time. Teams suspended from a league for violation of the Sports Code of Conduct are not eligible for registration fee refunds.

- If a player is **ejected** from the game, his/her position in the batting order will be an out each time his/her position in the batter order is due up at bat. **No substitutions allowed for an ejected player.** If the team now drops below the minimum of eight (8) players required to start a game, the game **will** continue. If this happens during the first game in a DH league, the second game **will not** be played unless the required minimum of eight (8) players to start a game is attained. **See: "Borrowed Players"**

**Player and Spectator Conduct:** The site supervisor and/or umpire will have the power to eject a player or spectator and forfeit a game without warning for any conduct deemed unsportsmanlike or detrimental to the game (See Sports Code of Conduct). Outbursts of foul language will not be tolerated. Any participant assaulting an official, City employee or participant will automatically be suspended for at least the current season and the incident may result in legal action. Threats to officials, City employees or participants will result in multiple game suspensions. Comments such as, "I will take care you later" or "I'll meet you in the parking lot," will be considered as threats and will be taken seriously. When players are listed on a team's roster it is understood that team manager will notify them of all rules and regulations including the Sports Code of Conduct. **Teams are responsible for the conduct of their fans.**

- If a player is threatening to go up the middle ("I'm going to go up the middle", "I'm coming at you pitcher", etc.), that player will be ejected immediately.

### **Suspension/Ejection Enforcement Procedures:**

#### **Suspended/Ejected Player**

1. The site supervisor or game official may suspend a player from a current game.
2. When requested, a suspended/ejected player must remove him/her self immediately from the contest area.

3. If a suspended/ejected player does not leave the contest area, then the team members are responsible for the removal.
4. **Two-minute clause:** At some point, a player will be allowed two (2) minutes to leave the contest area. If the time limit is not met the contest will be forfeited to the opponents.
5. **Police assistance may be requested.** Failure to leave will cause his/her team to forfeit.
6. Team(s) with a suspended player will have a forced roster check for the duration of the suspension to ensure the suspended player is not on the field.
7. Extension of misconduct by the suspended player (or team) upon return from their suspension, will result in expulsion from the league

### **Length of Suspension**

1. Players suspended from a game will automatically be suspended from the next scheduled game the team plays.
2. The league coordinator shall be responsible for suspending players for more than one game.
3. The league coordinator and recreation supervisor shall be responsible for suspending players from further league play.
4. Players removed from further league play cannot be replaced on the roster.
5. Repeated Sports Code of Conduct violations may jeopardize post season participation by the individual or team.
6. The severity of the infraction will determine the penalty and maximum penalties may involve more than one season and more than one sport.
7. Each Sports Code of Conduct incident will be reviewed, and the team manager will be informed of the decision within a reasonable length of time.

### **Sports Code of Conduct:**

#### **Physical Contact Misconduct**

- No individual shall at any time:
  - strike, shove, threaten to strike, or lay a hand upon an official, player or spectator.
  - use unnecessarily rough tactics during the course of a game.
  - threaten an official, employee, player, or spectator with future violence such as, "I will take care of you later," or "I'll meet you in the parking lot."
- Assault charges may be filed for the above examples of misconduct.

#### **Verbal and Visual Misconduct**

- No individual shall:
  - engage in an abusive, verbal attack upon any official or individual on or off the contest area. This includes racially and sexually insensitive/derogative comments.
  - use trash talk; profane, obscene or vulgar language under any circumstances, on or off the area of play.
  - engage in an objectionable demonstration of dissent or unsportsmanlike conduct such as throwing equipment or any other forceful action.
  - Contest the decisions of an official except the team manager/coach.

#### **General Misconduct**

- No individual shall:
  - refuse to abide by an official's decision.
  - appear in the contest area under the influence of alcohol or drugs.

- consume alcoholic beverages while the team is participating in a game or in the contest area.

## Penalties

- Minimum Penalty: warning by the official or site supervisor.
- Medium Penalty: suspension from the current game and any subsequent games on the same day.
- Medium Penalty: official may call the game and award a forfeit victory to the opponent.
- Medium Penalty: league Coordinator may suspend the individual/team from between one additional game and from further league play.
- Maximum Penalty: penalty will be determined after Parks and Recreation staff review

## Common Terms

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**APPEAL PLAY:** A play on a rule violation on which an umpire may not make a decision until requested by a manager, coach or player.

**BASE LINE:** An imaginary line directly between bases.

**BASE PATH:** A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner.

**BLOCKED BALL:** A batted, pitched or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches loose equipment or any object that is not part of the official equipment or official playing area.

**CATCH/NO CATCH:** A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove/mitt.

1. To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and / or that the release of the ball is voluntary.
2. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove.
3. The fielder's feet must be within the field of play, touching the "out of play line" or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching live ball territory or one foot touching and the other in the air, for the catch to be legal.

It is not a catch:

1. If a fielder, while gaining control, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
2. If a ball strikes anything other than a defensive player while it is in flight. This is the same as if it struck the ground.
3. When a fielder catches a batted or thrown ball with anything other than the hand(s) or glove in its proper place.

**CATCH AND CARRY:** A legal catch that a defensive player carries into dead ball territory.

1. ONE base from last base occupied.
2. If INTENTIONAL, TWO bases from last base occupied.

**CHOPPED BALL / SWINGING BUNT:** Occurs when the batter strikes downward with a chopping motion of the bat OR the swing is NOT continuous (slight pause during the swing to effect a swinging bunt).

1. DEAD BALL. Batter / runner is OUT. Runners must return to last base Occupied.

**DEAD BALL:** A ball that is not in play.

**FAIR BALL:** A legally batted ball that:

- Settles or is touched on or over fair territory between home and first base or between home and third base.
- Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- Touches first (WHITE portion of safety 1<sup>st</sup> base), second or third base.
- First falls or is first touched on or over fair territory beyond first, second or third base.
- While over fair territory, passes out of the playing field beyond the outfield fence.
- Hits the foul pole.

**FAIR TERRITORY:** That part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

**FAKE TAG:** A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to a base.

- Batter / Runner is awarded base attempting PLUS next base OR the result of the play.

**FORCE OUT:** Is an out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a trailing runner has been put out.

**FOUL BALL:** A batted ball that:

- Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- **Bounds** or rolls past first or third base on or over foul territory.
- While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.  
First hits the ground over foul territory beyond first or third base.
- Touches the batter or the bat in the batter's hand(s) a **second** time while the batter is within the batter's box.
- Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.
- Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

**FOUL TIP:** A batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove/mitt and is legally caught by the catcher.

**ILLEGALLY BATTED BALL:** Occurs when the batter hits the ball **fair or foul** and:

- When, at the time the bat makes contact with the ball, the **entire foot is completely outside** the lines of the batter's box and **on the ground**.
- When, at the time the bat makes contact with the ball, **any part of the foot** is touching home plate.
- An illegal, altered or non-approved bat is used.
- When, at the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.

**IN JEOPARDY:** A term indicating that the ball is in play and an offensive player may be put out.

**INFIELD FLY:** A fair fly ball, **not** including a line drive which can be caught by an infielder, pitcher or catcher with **ordinary effort** when first and second or first, second and third bases are occupied with **less than two outs**. An outfielder may also catch an infield fly. Ball remains LIVE (until Umpire calls "TIME") and the runners may advance at their own risk.

**INTERFERENCE:** The act of an **offensive player or team member, umpire or spectator** that impedes, hinders, or confuses a defensive player attempting to execute a play. **Contact is not necessary**. May also be **VERBAL** (yelling, screaming, arm waving, etc)!

**OBSTRUCTION:** The act of a **defensive team** member:

- Who hinders or impedes a batter from striking at or hitting a pitched ball.
- A fielder, who impedes the progress of a runner or batter-runner who is legally running the bases unless the fielder is:
  - **NOT** in possession of the ball.
  - **NOT** in the act of fielding a batted ball.

**NOTE:** Contact is **not** necessary to impede the progress of the batter-runner or a runner.

**OVER SLIDE:** The act of an offensive player when, as a runner, slides beyond or loses contact with a base the player is attempting to reach.

**OVERTHROW:** Occurs when a thrown ball from a fielder goes

- beyond the boundary lines of the playing field (dead ball territory),
- or becomes a blocked ball.

**PIVOT FOOT:** The pivot foot is the foot that the pitcher must keep in contact with the pitcher's plate until the ball is released.

**QUICK PITCH:** A pitch made with the obvious attempt to catch the batter off balance.

**STRIKE MAT:** A mat placed behind home plate used to call strikes.

**STRIKE ZONE:** A rectangular area which includes the plate and the plate extension (mat). Any legally pitched ball not struck at that lands on any part of the plate or mat will be ruled a strike.

**TAG:** A legal tag is the act of a defensive player:

- touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or;
- touching the runner or batter-runner (uniform is considered part of the body) with the **ball** while securely held in the hand or glove.